

JAVA.LANG.RUNTIME CLASS

http://www.tutorialspoint.com/java/lang/java_lang_runtime.htm

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Introduction

The **java.lang.Runtime** class allows the application to interface with the environment in which the application is running.

Class declaration

Following is the declaration for **java.lang.Runtime** class:

```
public class Runtime
    extends Object
```

Class methods

S.N.	Method & Description
1	<u>void addShutdownHook(Thread hook)</u> This method registers a new virtual-machine shutdown hook.
2	<u>int availableProcessors()</u> This method returns the number of processors available to the Java virtual machine.
3	<u>Process exec(String command)</u> This method executes the specified string command in a separate process.
4	<u>Process exec(String[] cmdarray)</u> This method executes the specified command and arguments in a separate process.
5	<u>Process exec(String[] cmdarray, String[] envp)</u> This method executes the specified command and arguments in a separate process with the specified environment.
6	<u>Process exec(String[] cmdarray, String[] envp, File dir)</u> This method executes the specified command and arguments in a separate process with the specified environment and working directory.
7	<u>Process exec(String command, String[] envp)</u> This method executes the specified string command in a separate process with the specified environment.
8	<u>Process exec(String command, String[] envp, File dir)</u> This method executes the specified string command in a separate process with the specified environment and working directory.
9	<u>void exit(int status)</u> This method terminates the currently running Java virtual machine by initiating its shutdown sequence.
10	<u>long freeMemory()</u> This method returns the amount of free memory in the Java Virtual Machine.
11	<u>void gc()</u>

	This method runs the garbage collector.
12	<u>static Runtime.getRuntime()</u> This method returns the runtime object associated with the current Java application.
13	<u>void halt(int status)</u> This method forcibly terminates the currently running Java virtual machine.
14	<u>void load(String filename)</u> This method loads the specified filename as a dynamic library.
15	<u>void loadLibrary(String libname)</u> This method loads the dynamic library with the specified library name.
16	<u>long maxMemory()</u> This method returns the maximum amount of memory that the Java virtual machine will attempt to use.
17	<u>boolean removeShutdownHook(Thread hook)</u> This method de-registers a previously-registered virtual-machine shutdown hook.
18	<u>void runFinalization()</u> This method runs the finalization methods of any objects pending finalization.
19	<u>long totalMemory()</u> This method returns the total amount of memory in the Java virtual machine.
20	<u>void traceInstructions(boolean on)</u> This method enables/disables tracing of instructions.
21	<u>void traceMethodCalls(boolean on)</u> This method enables/disables tracing of method calls.

Methods inherited

This class inherits methods from the following classes:

- java.lang.Object